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All the items on this page are available from:
 GAMES WORKSHOP
 15 BOLINGBROKE ROAD
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No. 17



15p

June 1976

the newsletter from games workshop 15 bolingbroke road london w14

Games Workshop Goes West!

HEY, HOW COME WE'RE FLYING TOWARDS CANADA?

WE'RE NOT, IT'S JUST A BAD DRAWING



Oct '76

owl and weasel

EDITORIAL

Hi there and welcome to another thrilling edition of Owl & Weasel, the action packed dog lovers' favourite. My name is Eddy Tawreal and I'd like to take this opportunity to inform all you readers about the plight of the Sperm Whale. In recent years, statistics have proved that there has been a rapid decline in the number of.....agh!

Sorry about that ladies and gentlemen, but we have to deal severely with sea-life protectionists as they'll do anything to get their views into print. Sperm Whales indeed! This is a DOG magazine, anyone can see that. It is diced, cooked, tinned and labelled by two pedigree chums, Ian Livingstone and Steve Jackson.

First the good news for all wives and dependants of dog lovers throughout the land - Games Workshop will be closed for JULY and AUGUST. This means that any letters sent during that time will not be answered neither will orders for new or used dogs be filled. This is because we are going over to the USA then and so that also means that the next Owl & Weasel you will receive will be the September issue. Sorry about that but we'll try to make it a really good issue reporting on the ~~games~~ dog scene across the Atlantic. We should have a lot to write about as we will be visiting TSR, attending Gen-Con and also maybe Origins II.

In the meantime why don't you all turn your hands to article writing.....for we are going to make it worth your while with a Subscriber Article Competition. The type of article we want should fit into one of the following categories; Fantasy, War, General or Funny (ha, ha). We'll print entries over the next 10 issues and the winners of each category will be announced in issue 27. The prize for each category will be goods from us, of the winner's choice, to the value of £5.00. The length of the articles should be not less than 1 and no more than 2 pages of Weasel. If for some reason one or more of the above categories does not receive sufficient entries (i.e. less than three) we reserve the right to cancel the category. Fair enough?

Well, that's it for a bit. Be good while we're away.

Ian

P.S. Don Turnbull, 5 Greenlands, Red Cross Lane, Cambridge wants to hear from anybody interested in playing GLADIATORS by post to be run through Courier.

P.P.S. S.Mourton, 49 Long Row, Horsforth, Leeds, LS18 5AP has for sale Buccaneer and Formula 1 both at £1.50 plus 50p p&p.

P.P.P.S. Rumour has it that Mille Bournes (see p.8) has been put back on the market by Waddingtons, so get your money out Dick!

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Starting at Knight Games on 13th September we then make a short journey over to Games Centre, then it's up the M1 to Huddersfield and Brain Games and then A1 to Edinburgh and Games Gallery. A7 and M6 to Games in Liverpool, M6 and M1 back to London for Just Games and Village Games. Wow!

BALANCE SHEET AS AT 5th April 1976

for Games Workshop (OWL & WEASEL)

	£		£
O&W subs	80,000	Plush London office	30,000
		St Tropez office	21,000
		Company car: Porsche	6,000
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		Entertaining (Eva)	2,470
		Hotels, meals etc	1,598
		Eva's Xmas bonus	1,326
		Salaries: IL, SJ	12,937
		O&W printing costs	19
	<u>£80,000</u>		<u>£80,000</u>

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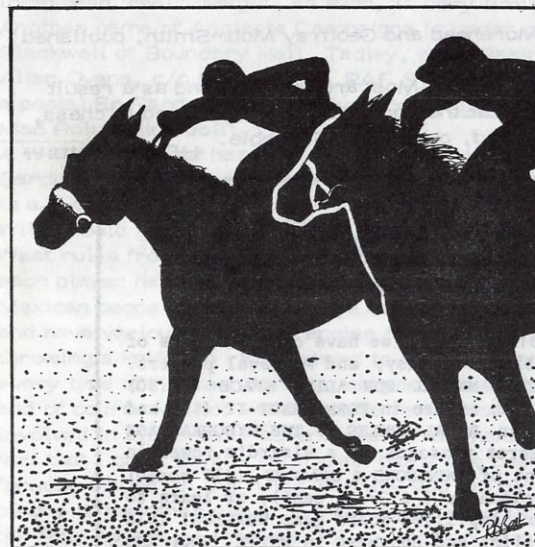
I. Cook, F. Iggers and A. Counts
(Auditors)

Lose Your Shirt

This, quite simply, is the best game Waddingtons have turned out for ages. As the name implies it is a horse racing game but you don't have to be a racing fanatic or expert in order to play.

There are quite a few race games on the market but Lose Your Shirt is unique in that no player has total control of the racing object i.e. horse or has knowledge of the bets the other players have made. This makes for a very exciting who-the-hell-is-backing-what finish. Okay, so the betting system is a bit like Win Place & Show but it really is quite a different game.

The game costs £4.95 which is above average for Waddingtons so what do you get for your money? Well, there's a felt playing area with a squared race track marked on it, 54 cards, 6 horses, plastic starting stalls and a grandstand/card tray. The object of the game is to win as much money as possible by placing bets on one of the six horses in every race.



To start play, you roll out the track, set the starting stalls up at one end, put the horses in position, deal out the cards equally, hand out 50 units per player of the money and decide how many races are to be run. Now you must place your bets and this is where it gets tricky. You can either bet on a horse to win at 5 to 1 odds or bet on a place (1st or 2nd) at 2 to 1 odds. The cards obviously influence your bet. They are made up of three types; move horse 1, 2, 3, 4,

5 or 6 two, three or four spaces forward, move any horse three spaces forward or move any horse two spaces backwards. Having examined your cards and allowed for the fact that every player will have a hand in the movement of all the horses, you place your bet in secret (the horse that is, not the amount of money) and to record this bet a player must take one of the horse cards of the number he has selected and put it on top of his stake. He is allowed to use this card in play but by doing so he will obviously blow his cover and the other players will know which horse he has backed. Play then commences with a player laying down a card to move any horse forward so many squares. He can move the horse he has backed or any other and this is where the excitement lies for as the race progresses players make dummy runs to the finish with horses they haven't backed, leaving their own behind in the hope that the other players will use up their 'move any horse back two squares' card on the dummy horse and also move up his real backed without blowing his cover. That's all there is to it but it is a fun game to play especially when all the dummy horses drop dead before the finish and the rush for the line happens as it becomes apparent who's on what. There's more detective work in this game than Cluedo!

++IL++

D and D



Society News

Only room for new members this month.

Alan Youde, 5 Vallance Road, Wood Green, London N22 4UD.

Tony Crouch, 35 Melbourne Ave., West Ealing, London W13.

Dave Ross, SPH, University of Essex, Wivenhoe Park, Colchester. (D/M)
Alan How, Kingswood Hall, Royal Holloway College, Coopers Hill Lane, Englefield Green, Egham, Surrey.

Book Review (part 2)

DISCOVERING OLD BOARD GAMES by R.C. Bell, published by Shire, 78 pages, 59 diagrams; 40p.

This can be thought of as a brilliant condensation of 40 of the more important games in his two books. Every games player needs this one if his pocket won't afford the next listed book. The games are divided into 6 groups - race, war, position, mancala, calculation and dice games and the book is outstanding value compared to the price of ready-made games - or even kits like mine!

BOARD & TABLE GAMES FROM MANY CIVILISATIONS - Vol 1 by R.C. Bell, published by Oxford University Press, 230 pages, 164 photographs and diagrams; 75p.

Even better value than the book above and unquestionably the best value for money purchase available to the games player. The games, approximately 100 of them, are clearly explained and look at the number of illustrations! The games are grouped into six classes as above except that Dominoes games replace the calculation group.

GAMES WITH PENCIL & PAPER by Eric Solomon, published by Nelson, 70 pages, 40 diagrams; £1.00.

Some oldies, but a good number of new and interesting games are featured which require only the simplest of equipment. Altogether 16 games are described and whilst perhaps not quite such good value as the other books listed, in its own field there is nothing to equal it.

HOYLE'S RULES OF GAMES by Albert H. Morehead and Geoffrey Mott-Smith, published by Signet books, 252 pages; 80p.

Despite the name this is basically a card games book. Most are included and as a result explanations are a little compressed. However, at the end 48 pages are devoted to chess, dominoes, backgammon, dice, pencil & paper and, curiously, Scrabble.

++David Watts++

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FANTASY GAMES

A lot of fantasy games seem to have emerged rather recently, perhaps due to the interest and publicity of D&D. We now have En Garde, Empire of the Petal Throne, Citadel, all the TSR games and the other 'home-grown' games devised and run by individuals which is what this article will be mainly concerned with.

One of the first major attempts at a full scale fantasy game must have been the setting down of the Midgard rules. I believe one or two games are in process in America but an attempted game over here collapsed after a couple of turns. I consider the complexity of the game the main reason behind its downfall although a new set of Midgard rules have now been draughted by Hartley Patterson of 'Finches', 7 Cambridge Road, Beaconsfield, Bucks which can be had if you send him an SAE.

Then there was Tony Bath who managed to run his Hyboria for many years very successfully until it finally began to demand too much of his time (and he took to writing exceedingly bad and misinformed articles on fantasy and D&D - see May issue of Battle. IL++).

I only know of one other such game in progress at the moment, although there may be more, and that is called Ducais. This is run by Cliff Kennedy of 'Kilcree', Sandyford Road, Dundrum, Dublin 14, Eire. It is set in the 8th century and players control a country province or take the role of a treasurer or some other person - there is even a place for Christian missionaries who apparently don't have a very long life expectancy. All players are free to make whatever decisions that their person/character would have been able to make had the whole thing been 'real'. Magic, as such, is very limited but not discounted altogether.

Another game of Ancient Campaigns is under construction and details can be had from Paul Blackwell of Boundary Hall, Tadley, near Basingstoke, Hants.

Allan Owens, c/o Supply Sqn, RAF Sydenham, BFPO 801 is about to start gamesmastering a postal En Garde game in Clive Booth's Chimaera (voted the best Dippy zine in the recent Mad Policy zine poll).

A Wild West game has just started under the direction of Willy Haughen of 24 Grosvenor Gardens, Jesmond, Newcastle-upon-Tyne and is being run in his subzine Depth Charge which is a subzine of Lemming Express. I understand the waiting lists have been filled but perhaps Willy would give any interested people more information. The game is based upon the Old West rules from Skirmish Wargames, 24 Mill Road, Gillingham, Kent (£1.50). In this game, each player has a number of points which he can use to amass either an army of pretty thick Mexican peons or a rather more dangerous but smaller bunch of cowboys who are well armed and have various abilities ranging from gambling, shooting accurately with a gun, rifle, throwing a knife, to riding, hand to hand combat etc. Each player has a map which includes every type of Western terrain; canyons, desert, lumber camps, Indian reservations, ranches and of course Mexico which can be found just over the Rio Grand. So you mount up and get involved in all sorts of adventures. What makes this game a little different (apart from the fact that I don't think a Wild West game has been started before) is the inclusion of the 'grudge clause' in the rules whereby you (as personified in one of your men) are being hunted by one of the other players' men who has a grudge against you and who will try to kill you at the first opportune moment. Of course, you don't know who this is and should you meet by chance, then I guess it's a case of a showdown at high noon.....unless he gets you in the back. Willy wouldn't let anybody be John Wayne.

Another interesting game for Sci-Fi fans is Galactic Patrol vs Boskone. It was devised and is run by Jeremy Maiden of 20 Newport Road, Cwmarn, Gwent, S. Wales. It is based on the Lensmen series of books by 'Doc' Smith. It's perhaps debatable whether or not this could be called a fantasy game. The rules allow for movement in 3D and it's virtually possible to do whatever would be possible with a space ship. You have your banks of lasers, tractor and pressor beams etc. and you are free to invent your own weapons. Perhaps I'm confusing fantasy with realism! The rules require a reasonable knowledge of Pythagoras' theorem but that should be easy enough for those who can master the complexities of D&D.

So, it would appear that the only limit to the type and variety of fantasy games is in the imagination of the players (and the time of the GM). What is next? Where do we go from here? Any historical event is fair game for a designer. But what will take over from the fantasy game? Over to you!

++Ian Waugh++

Schmid games

A fairly recent arrival on the UK games scene is the German firm F.X. Schmid Ltd, now with an English agent. I have had the opportunity of playing a number of these games and most of them are good.

The first point to notice is the standard of production, which is universally high. They are all packed in the 'book-case' format (it is a pity that the established British games firms are not more adventurous in their formats), the design and packaging are excellent - in some cases one might almost say too good! - and with prices ranging from £2-£5 they compare favourably with other UK and American games. As an aside, they also produce a range of jigsaw puzzles and the quality is again exceptional.

Their catalogue divides the games into three groups: Children's Games

Games of Strategy
and Games for the Family - plus

Backgammon, including a four-player version.

The Children's Games I haven't seen or played, but they include such titles as: "Old MacDonald Snap," "Donald Duck Dominoes," "Zoo Lotto" and a board game entitled "Cudgel from the Sack" which sounds interesting.

Games of Strategy are the ones which interest me most. The best is probably "PAGODA". They describe this as "...Deriving from the ancient astrologers' game 'Shuti', this board game for two is simpler in its basic rules than Chess, but poses many more problems..." The blurb also claims that it has more possible combinations than either Chess or Go (Chess - 400, Go - 1,800 and Pagoda - 6,000. But no details are given as to how the figures are obtained, so it is difficult to argue), though comparisons are unnecessary; it is undoubtedly a good game in its own right.

Its rule book is probably the most complex of the series but the game is very simple - with great opportunities for high strategy. The board is a 9x9 grid, composed of squares of three colours (red, green and black) arranged in diagonals. Each player (red and green) has 14 pieces of two types: 'stones' and 'columns' (7 of each). Basically, one has to form various types of 'buildings' by placing pieces on the corners of shapes (usually square) and one scores according to the size of the building, the number of stones used in its construction, and the colours of the squares they are placed on. The game is played in a series (10 games are suggested) and each individual game can take a short or longer time. Only the winner's (of each game) score is recorded, so that it is important to decide when to resign to prevent one's opponent from forming a high-scoring building, thus limiting his score on that game (and hopefully increasing yours over the series).

"XERXES" is really two games in one - "Xerxes" and "Frundsberg". Both use the same pieces but they are played on different boards - one on each side - and the same principles apply to each. Frundsberg contains extra elements which undoubtedly make it the better game. Each player has 24 pieces and it is here that one could say that the game is too well packaged. Each piece is fitted into its own 'alcove' and the removal and replacement can be a bit tedious.

Both games are variations on a basic Halma/Draughts theme. Movement is the same as in Halma, but leaping over your opponent's pieces captures them. The games are won when either one piece (Xerxes) or two (Frundsberg) occupy the opponent's citadel. Xerxes is played on the intersections and, as diagonal moves are possible, the diagonal lines are marked (in a similar way to "Strategy" (now re-titled "Manoeuvre")). This, plus the large number of pieces, makes the game seem rather confused. Frundsberg is played on the spaces which is much less confusing. The starting positions of both are very different. Three opening positions are given for Xerxes, but the great advantage of Frundsberg is that a screen (supplied) is placed across the board and each player arranges his army in secret, before the screen is removed and play commences. There is also a 'river' in Frundsberg, which zig-zags across the board. As there are special rules governing the negotiation of the river, another dimension is added to the game.

The large numbers of pieces used in these games, and hence large numbers of possible moves, often means that one game can take a long time, especially with careful players (Yes, I can remember playing one game that lasted for 5 hrs; and we started at 2 am! -SJ) Many people will find these to be interesting games, but I was not over-excited by them. Frundsberg is certainly the better of the two.

My favourite of the new games is "Triclor" - partly because it is for two, or three players, and the three-player version is superior. How many good games for three are there around? (An interesting point - see below. SJ) It is played on a hexagonal board of three colours, rather similar to the Hexagonal Chess board, and the colours can increase the powers of any piece(s) standing on it. Pieces can be stacked, which also increases power and movement. The main point of strategy is a 'Kamikaze' tactic; by positioning your pieces on a strong hex, you can drop a piece onto a weak hex, which forces your opponent to capture, enabling you to capture his piece from your strong hex.

Also in this group are "Laska" (O&W No. 15) and "Samurai". Readers should be familiar with Laska, and Samurai is simply Shogi under another name (and minus a couple of rules), a nice feature being the fact that the moves are marked on the pieces.

The Games for the Family range also contains some interesting games. The first, "Masoco" could, unfairly, be described as a 'Junior' Mastermind. 54 wooden tiles are supplied (rather reminiscent of the 'Smiler' badges), and the face on each differs from all others in one respect ie. eyes, nose, mouth or colour. A set of cards which duplicates these features is also supplied, plus a set of counters. One player chooses a card and notes the colour - this is the criminal. The other player(s) then attempt to find the identity by presenting, one at a time, 'suspects' (ie. the tiles) and receives a counter for each element which is correct. An interesting feature is the inclusion of two 'joker' counters which, when played, indicate that one element may, or may not, be correct. If you find that Mastermind can become boring, Masoco is an interesting and enjoyable diversion, and one that can be played by all ages.

"Sniff" is derived from Battleships. Each player has a two-sectioned plastic tray concealed by a screen, a number of barriers, a playing piece, and a 'treasure'. On one section he forms a maze with the barriers (rather like Cul-de-Sac) and hides his treasure in the maze. The other section is used as a 'search map' to discover the whereabouts of his opponent's treasure, and the first to do so wins. A 'Guard Dog' variant is also included. In this, players have less barriers and two guard dogs. If a player hits a barrier he is said to have fallen into the river and is sent back off the board. When a player is within one square of a dog, his opponent must bark or growl in warning; if he lands on a dog, he has lost!

Although it is dependent 99.99% on luck, "Criss-Cross" is strangely compulsive. The playing board is cross-shaped, with six spaces leading from one's 'goal' to the central area. Each player has 5 men which are moved by the throw of a dice, and there is another piece which represents a 'ball'. A player gains possession of the ball by landing, or passing, the space where the ball is, providing he has more men on that space than any other player. Where players are equal in number, the ball remains until one of them is able to bring up other men to gain possession. This gives rise to many 'scrums' while players fight for possession - probably the game's main appeal. Each player has to score two goals against each of his opponents. I cannot agree that "... one can imagine oneself to be playing soccer, rugby, ice hockey and basketball rolled into one..." yet it is a fast game with plenty of player interaction and, as I say, is strangely compulsive.

Also in this group is "Trade", in which players amass money (or lose it) by buying and selling shares, raw materials, finished goods, etc. I haven't played this yet, but a number of friends have. They say it is a game they keep returning to, which must be some form of recommendation.

Believe it or not, Schmid also market a game (though I don't believe it is available in this country yet) called "Russian Roulette"! I can't wait to see how G&P gametest it!!! But fear not, G&P Panel - it is played with cards and not a revolver!

++ Kendall Johns ++

Many thanks, Kendall, for covering a company whose games have been noticeable by their absence from the pages of the Weasel. Inexcusable! In fact we've only played a couple of Schmid games. Xerxes, or rather its flipside, was excellent, but Russian Roulette was not nearly so exciting as it sounds; quite tame, really. It gets its name from a sort of do-or-die tactic, which can be used. But more often than not, this is used to relieve the boredom rather than save an otherwise hopeless position - the game is simply a fairly average gambling game.

One very interesting point in the article is Kendall's remark about the lack of games for three - this is indeed true. Two recent attempts at three-player games are Intellect's

(Contd. over)

"Shoulder to Shoulder" and Hartland's "Kingdoms" Both are, in fact, very similar games in which the object is to 'conglomerate' pieces along hexagonal pathways. David Parlett, in Shoulder to Shoulder, has fixed the playing area by using a hexagonal board, while no fixed playing area controls movement in Kingdoms.

But neither may really be called a breakthrough in three-player games. Shoulder to Shoulder works fairly well; certainly better than Kingdoms does, but Kingdoms is the more original and potentially more exciting.

Both, however, suffer from what seems to be the insurmountable problem with 3 players all competing against one another in a skillful game; when one player looks like winning, it is too easy for the other two to gang up on him. You might say this is true of any game, but nowhere does it seem to more noticeable than in three-player games. With 4, 2 partnerships usually develop, and with 5 a '3 vs. 2' battle usually develops - certainly better odds than 2:1. Consequently, the three-player game continues until one player makes a silly mistake...

Perhaps the answer is to change the duties of the three players; start them off on different footings, with different objectives? Who knows. I only know that when I have two friends round and we try to chose a decent game to play, we always seem to end up playing cards!

++ SJ ++

Obituary Column

(bet you never thought you'd see this again!)

A couple of games this month, from DICK APPLETON: Spears' "Trek" and Parker's "Mille Bournes" both now deceased, defunct, expired, gone to meet their makers, ex-games, no more, passed on, etc, etc.

TREK

Quite a good game for those times when there's no time for a long one. The board has camps 1-12 arranged on six levels (1-2-3, then 4-5-6, then 7-8, then 9-10, then 11, then 12). The game represents a trek through the various camps, and the winner is the first to reach camp 12.

There is a pack of cards depicting camps 1-12 (4 of each of these) plus a number of cards enabling stealing of equipment, and giving cash awards from the bank. Equipment (and these are nice little plastic models) comprises Stores, Mules and Jeeps. Stores are vital; they are needed to sustain

players at each camp. Mules and Jeeps move you between camps, from level to level. Equipment costs money, and prices rise as the game progresses. Cash is 'earned' by reaching a new camp, but even with adequate provisions and transport, you must hold an appropriate Camp Card (ie. the correct no.) to arrive.

The crafty thing to do is to reach an occupied camp, in which case your host provides your provisions! Obviously the game was invented by a communist! Stores must be carefully rationed, as they cost double if you find yourself out of them.

Why this game has gone off the market I don't know; perhaps the name (it deserves better) - perhaps Messrs. Spears will think of trying again with another title.

The game does have one weakness. By hoarding the "11's" and "12's" Camp Cards, it is possible to grind the game to a halt. If ever revived, I suggest an additional card allowing a blind steal from another player's hand...

Mille Bournes

I never did get enough copies of this to go round the family! Mille Bournes is an excellent game for 2, 4 or 6 players. Equipment consists simply of a pack of cards of various types. The game is supposed to represent a journey in a car, and the first person (or pair - it is much better as a partner game) to lay down mileage cards totalling the agreed distance (700 or 1000 miles) wins.

The pack consists of a real fistful of various types of card: the majority are Mileage Cards, of different denominations; there are also Accident Cards, such as "Burst Tyre" and "Out of Gas", which you inflict upon your opponents; Remedy Cards such as "Spare Tyre" and "Gasoline" nullify the effects of Hazards; and Safety Cards relate to specific Hazards, immunising their holders for the length of the hand.

The actual run of the game goes rather like Rummy. You start by picking a fresh card from the pack. You may then either lay a card down before you on the table, to either clock up some mileage or Remedy a Hazard; you may halt your opponents in their tracks by laying a Hazard on them, or you may throw away.

When one player, or partnership, has reached the required number of miles, the game stops, and points (scoring is quite complicated) are scored. First to reach 5,000 wins.

Mille Bournes is a game I'm very fond of. If it's ever re-introduced, I'll buy the first half-dozen sets!

++Dick Appleton++

Letters

Suzy Creamcheese?
Pickled Onions??
Sports Car Maintenance????

Whatever is this magazine (if I may call it that) (with apologies to ...&...) coming to? Back to sanity this month with some good old fashioned Games-type letters:

Dear O&W,

(This suggestion was included with a letter of Ian's - SJ)

I enclose the table shown (below) as an afterthought. It has not been properly tested but it offers the following advantages:

- 1/ Monsters get weaker as they are injured, therefore (it is) more realistic.
- 2/ From the few tests I have made, results do not seem greatly affected (ie. a 1st Level character is still an idiot to take on ogres, trolls, wyverns and other large monsters).
- 3/ The table is not needed (for constant reference, as the formula by which it has been prepared is easy enough to learn)...

The number to hit = 20 - (Armour Level + Monster Level)

with a minimum of 1...

... fights can be carried out without too much referring to books or playsheets.

ALTERNATIVE COMBAT TABLE (Monsters Attacking)

		MONSTER FIGHTING LEVEL*																
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
A R M O U R	2	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
	3	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	1
	4	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	1	1
	5	14	13	12	11	10	9	8	7	6	5	4	3	2	1	1	1	1
C L A S S	6	13	12	11	10	9	8	7	6	5	4	3	2	1	1	1	1	1
	7	12	11	10	9	8	7	6	5	4	3	2	1	1	1	1	1	1
	8	11	10	9	8	7	6	5	4	3	2	1	1	1	1	1	1	1
	9	10	9	8	7	6	5	4	3	2	1	1	1	1	1	1	1	1

Monster Hit Points

*Monster Fighting Level = $\frac{\text{Monster Hit Points}}{4}$

The Official Petal Throne Register?

Dear O&W,

I am running a "Petal Throne" campaign at present (Yes! Yes!...there are some people who actually play it) and I'd like to hear from anyone interested.

Yours sincerely,
JOHN WOODHOUSE
60 Holders Hill Rd.
London NW4 1LR

Hmm. Now that's something else the Workshop could do - sort of 'Petal Throne Dateline'. If anyone else is interested in compiling a list of Petal Throners or being on such a list, just send your name in. If you send an SAE, we'll send you a copy of the list once it's got a fair number of names on it. Oh - it won't be until September, though! - SJ.

Yours,
Ian Moseley

Thanks for the ideas, Ian. In fact, this is the sort of thing that the Weasel needs; a lively 'D&D Rules Development' Section. This would certainly speed up the evolution of the game over here and who knows - maybe the game would develop in this country along different lines to the States. Well? What about it? Any contributions? How about the secret of your new magic rules, Ed? - SJ.

Postal D&D Info. Wanted

Dear O&W,

... is there any chance of getting someone to write a description of the mechanics of playing D&D by post for the Weasel?

I'm toying with the idea of running a postal game, but I'd like to get a few opinions and some advice. Cheers, Dave Ross.

JACKS



A game guaranteed to get you thrown out of any pub, Jacks is really a therapeutic exercise devised for poison victims and sea cucumbers (any Biologists out there?). But if, at times, you too feel curious about the present state of the meal you've just eaten, here's a game designed to show you exactly what goes on down there, in glorious technicolour. Or perhaps it is just a simple little card game, beneath all respectable people and surviving only in a non-select few Welsh Rugby Clubs.

Baffled? Right, I'll start again. "Ooooh, friends (and you, Ian!) - I simply must tell you about an absolutely maahvelous and thuper little card gamey that I came across down at the 'Poof's Head' last night - or was it the night before?" Enough.

Jacks is a Pub Game. All you need is a pack of cards, a gang of mentally sub-normal friends with slight masochistic tendencies, and a bar - preferably one with an extensive selection of drinks.

Everyone sits around a table while one person deals out the cards face up, one at a time, to all the players in rotation. If you arrived at the pub by car, it's wise to let the driver deal, in which case, he need not play. In fact, it would be folly to let him join in, for reasons which will become obvious - and once he gets the idea of the game, he will consider himself lucky not to be playing (unless, of course, he does happen to be mentally sub-normal and have masochistic tendencies).

The game starts when the first Jack is turned up. The player dealt this card must now name any drink or - more's the fun - combination of drinks. Absolutely anything goes, with 'Creme du Menthe, Sherry and Tonic', 'Chasers' (one measure from each of the spirits on the bar), and 'Guinness and Tomato Juice' being particularly nasty combinations. If the dealer is not playing, he goes over to buy the concoction, returning to continue the deal.

The next Jack out must take a single sip from the glass - and no nose-holding is allowed! In fact, taking a sip is often the worst of the forfeits, as you can't help but taste the vile brew in a sip. The third Jack must sup the lot in one (here some authorities do allow nose-holding, in the interests of the safety of those players within range of any gagging or similar backfire from the drinker). No excuses whatsoever shall excuse the 3rd Jack from his task.

The remainder of the pack is then dealt until the final Jack lands before someone, who must now dig deep to pay for the drink. Yes, that's right - Jacks drinks are likely to cost a pretty penny. Have you been meaning about the six-bob pint? - You ain't seen nuthin' yet!

As Jacks 2 and 3 recover and Jack 4 phones his bank manager to negotiate an overdraft, the other players scan the bar for inspiration; they want something really wicked for round two's drink. Course the trouble is that you never know just how lady luck will smile on you. Although your "Strong Ale and Pineapple Juice split, salted and shaken with the vinegar from the pickled eggs" may be the most fear-inspiring broth imaginable, and you may chuckle with pure delight as it is placed on the table after your receiving the first Jack, your look of smugness will no doubt turn to one of absolute terror as you are dealt the second Jack as well..... And the fewer the people playing, the greater the chances of the ultimate horror - being dealt all four!

And that's Jacks. Suppose none of you will ever play it, will you? Perhaps you might be tempted if I told you that earlier, Ian boasted to me that "There ain't no man alive could concoct a drink that I couldn't finish." "Rubbish," I said, "Like to bet on it?" So we trundled off to the local with a fiver between us. I must admit I was a little worried at first - short of sulphuric acid, I couldn't think of a thing. Knowing what Ian is capable of imbibing; even a mixture of every drink mentioned on this page, would hardly have caused him a grimace. I swear he has an asbestos-lined mouth and stomach! All of a sudden I had a brainwave. "This pub'll do!" I cried and we strode under the swinging 'Watney's' sign, through the door, and up to the bar. Yes, it was a Watney's pub, and in a cool, confident voice I ordered: "Pint of Red Barrel, please."

Ian fainted.

++ SJ ++

(++Hey Jackson, what's all this making me out to be a lush? I'd have thought you could have said it to my face instead of hiding behind your typewriter. But if it's a typewriter battle you want.....I didn't want to this but, did you know that Steve eats peas with his knife! IL)

'BOURSE' DIPLOMACY

For some time now, there have been a few sets of rules for "Bourse" Diplomacy variants. In fact, they are not really variants, as the Bourse (defn: "Foreign money market") is played alongside a game of standard Diplomacy.

In the Bourse, players are not only militarists, controlling one of the great powers, but also become international speculators, buying and selling foreign currencies. Each country's currency is continually fluctuating in value according to the relative military success of that country; the more Supply Centres it controls, the more valuable its currency.

After coming across a Bourse article in Mick Bullock's "1901 and all that...", we got in touch with John Leeder, editor of "Runestone" (a Canadian Dippy zine), who kindly sent us a copy of the original article as it appeared in his zine. So here follows

THE RULES FOR 'RS' BOURSE
by
RICK SOLOMON

- 1/ All players start with 1000 units of each currency.
- 2/ The Central Bank or Bourse starts with 5000 units of each currency.
- 3/ The relative values of the currencies of any two countries is the ratio of Supply Centres (SCs) held by these two countries subject to adjustments as listed below.
eg. If England has 4 SCs and France has 5:
1Fr = £1.25 (or 4 francs buys £5)
£1 = 0.80Fr. (or £5 buys 4 francs)
- 4/ For the purposes of this Bourse, a country's SC assets are defined as SCs owned, minus SCs owned but occupied by others, plus SCs occupied but not owned. Of course the adjustment in quotes will apply between Spring and Fall only; it is meaningless between Fall and Spring.
- 5-a/ Where demand and supply are within 10% of each other, no price adjustment will be made.
b/ Where demand exceeds supply by between 10% and 100%, the value of the currency on demand will be increased by one SC.
c/ Where supply exceeds demand by between 10% and 100%, the value of the currency oversupplied will be decreased by one SC.
d/ Where the discrepancies exceed 100%, a two-SC adjustment will be made.
e/ NB - this adjustment applies only to

- the transaction in question, after which currency values revert to those dictated by the board.
- f/ The Bourse will cover all inequalities in supply and demand unless it runs out of currency.
 - 6/ When offering more than one currency for sale, or offering to buy more than one currency, the player must assign an order of preference to the currencies.
eg. Should a player try to sell £100, 100Fr. and DM100 to buy 500 Roubles, and should the total value of the currencies offered exceed the value of the Roubles, this will allow the Bank to decide what to return.
 - 7/ Players will be referred to as Gnomes of Zurich (GZ).
 - 8/ A GZ's wealth at any given time can be calculated by taking the sum of the products of each currency held multiplied by its SC value. This method will be used to determine the winner.
eg. At the outset, each GZ is worth 22,000:
$$6 \text{ Countries} \times 3 \text{ SCs} \times 1000 \text{ units} (= 18,000) \text{ plus}$$
$$1 \text{ Country (Russia)} \times 4 \text{ SCs} \times 1000 \text{ units} (= 4,000)$$
$$\text{Total: } 22,000$$
 - 9/ Any fractions generated will be charged by the Bourse as commission.
 - 10/ Bids and offers must be in multiples of 10.

++Rick Solomon++

Get the idea? I think I am right in presuming that Bourse is to be taken as a separate game with a winner of its own. But wouldn't it be a challenge to come up with a way of intergrating the two games so that, for example, a successful speculator could 'buy' military power in some way (perhaps by offering bribes?).

++SJ++

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